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武者 MUSYA

THE CLASSIC
JAPANESE TALE
OF HORROR

INSTRUCTION BOOKLET

SETA

SETA U.S.A., INC.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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SETA U.S.A., INC.

武者 MUSYA

THE CLASSIC JAPANESE TALE OF HORROR

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In another time, when the feudal wars tore across ancient Japan, an epic battle raged between two fierce armies. The sole survivor of the losing force was a young spearman, Imoto. Knocked unconscious by a charging horse he sank unnoticed among his fallen comrades.

Regaining consciousness he fled the battlefield to the safety of the surrounding mountain forests. Injured and lost, Imoto stumbled upon a remote village huddled beside a cavernous pit. He collapsed with exhaustion.

Imoto awoke, bandaged, in a humble shack with a small man sitting next to him. "Ah, you are awake! I am Akagi, the leader of the village Tengumura. We are the keepers of the Gate that holds the Evil One. Fate has sent you to us in our hour of need."

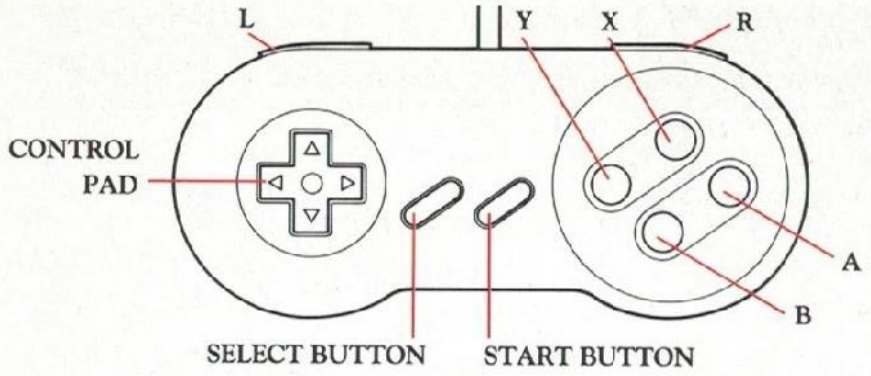
"Gate? Evil One? Hah, that reeks of legend!"

"If only it was only legend. Shizuka, the keeper of the Talisman that seals the gate, has been abducted by the Evil One's henchmen. They will try to free him. We are not warriors. We can not fight through his legions to rescue Shizuka and the talisman from the Abyss. Fate has brought you here to stop the Evil One!"

Imoto slowly pushed himself to his feet. "Fate! My comrades lie silent in the valley, yet I live. I will fetch your Shizuka. Fate or legend, I will enter the Abyss!"

Training

To become a mighty warrior you must practice your battle technique. Master the following moves and you will be well on your way to becoming a legend.



Control Pad: Press to move left/right. Press down to crouch.

Select button: Press to pause during game play.

Start button: Press for Status Menu.

L button: Retreat to the Left.

R button: Retreat to the Right.

A button: Press to Spin Attack.

B button: Press to Jump.

X button: Press to Invoke Magic.

Y button: Press to Attack.

Body

You must train your body. On the field of battle you are a weapon. This is the way of the warrior. Read and learn.

Attack – A simple yet effective attack; a spear thrust.

- Press the **Y** button.

Spin Attack – A vicious attack that sends your spear whirling around your body at blinding speeds.

- Press **A** button.

Retreat – Moving to the left with your spear set to ward off the enemy.

- Press the **L** button.

Retreat – Moving to the right with your spear set ot impale your foe.

- Press the **R** button.

Jump – A basic jump.

- Press the **B** button.

Super Jump – A soaring leap that sends you high into the sky.

- Press up on the Control Pad while pressing the **B** button.

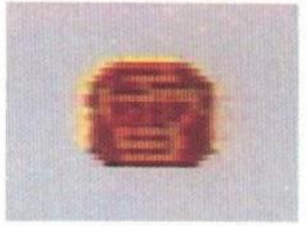
Mind

It is possible to channel your mind and unleash the forces of nature. Read and learn how to invoke this force. Akagi has given you the secret of the Lightning spell.

Magic Scrolls – Collect these items to learn new spells and to gather power to cast spells. When you have collected sufficient power to cast a spell the magic icon will turn red.

MAGIC SCROLLS

Magic Spells – You can learn and cast five different types of spells.



MAGIC ICON

雷 *Lightning* –This spell invokes a huge bolt of lightning that attacks all the enemies on the screen.

焔 *Fire* – Summons a flame from the bowels of the earth to attack all enemies on the screen.

FIRE SPELL

玉 *Help* – This spell casts the spirit of one of your fallen comrades to fight at your side once again.

HELP SPELL

糸 *Web* – Fill the screen with sticky webs that stop enemy movement.

WEB SPELL

復 *Heal* – Recovers Hit Points.

HEAL SPELL

Casting spells – When the Magic icon is red you have enough energy to cast a spell.

- Press the **X** button to invoke magic.

Status screen – You can check your status at any time during the game. Press the Start button during play to display the the Status screen.

STATUS SCREEN

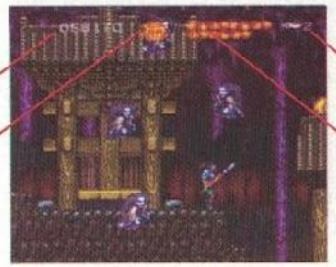
Breeze through the section below to plunge into the ancient world of Japanese horror.

TITLE SCREEN

- From the Title screen press the **Control Pad** up/down to select BEGIN.
- Press the **Start** button to advance to the Introduction.
- After the Introduction the game begins.
- Press the **Start** button to skip the Introduction and jump into the caverns.

GAME SCREEN

To survive the world of historic horrors you have to stay sharp. Keep an eye on the screen data to give you the winning edge.



Score – Indicates the current score.

Magic Icon – Indicates the readied spell. The icon turns red when you have gathered enough energy to cast a spell.

Hit Points – Indicates remaining Hit Points

Lives – Indicates remaining lives.

PASSWORD

A password allows you to continue play at a later time. The password will return you to a point a bit before your last adventure ended. This gives you a chance to power up for the difficult section that ended your previous quest.

You start the game with three lives. If you lose all of your lives you may continue. If you choose to continue you will resume the game with a less effective weapon. If you end the game you will be given a password. Write it down!

To enter a password follow the procedures listed below.

- From the Title screen press the **Control Pad** to select CONT.
- Press the **Start** button to advance to the Password screen.
- Press the **Control Pad** up/down to select the characters of the password.
- Press the **Control Pad** left/right to move the cursor to the next digit.
- Press the **A** button to enter the password.
- Passwords have four characters.

SPECIAL ITEMS AND CHARACTERS

In the Abyss you'll find special items encased in the eggs of some hideous creature. Use them to your advantage.

Restores 1 hit point.

Restores 3 hit points.

Gives you the power to cast spells.

Powers up your weapon.

Powers up your weapon 2 levels.

Calls upon the Butsuzo for help.

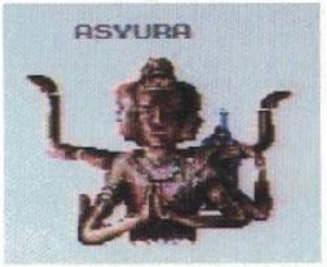
SPECIAL ITEMS AND CHARACTERS CONT.

Butsuzo

The Butsuzo are the enemies of the Evil One. They will help you with your fight against him. Each of the Butsuzo has unique powers. Use them wisely.

Dai Kibi Soh: Will restore all your hit points.

Asyura: Will attack all your enemies on the screen.



Kongooh: Will grant you invincibility, for a time.

The Bosses

Tanuki: Giant badger–lake monster that can assume human form.

Daruma: Possessed statue that pounds it's victims to dust.

Haniwa: Stone suit of armor that imprisons Medamao.

Medamao: Formless ghoul imprisoned before time began.

Hannya Shogun: The ghost of a samurai destroyed by the witch Hannya.

Kappa: A hideous beast that inhabits rivers and lakes.

Gobo: A swamp creature made of mud and slime.

HINTS

- Use the spin attack to shield yourself from the enemy.
- When fighting the Tanuki boss use magic when he spits fire. Deflect the bottles he throws with spear attacks.
- Defeat Tengu by jumping and striking. He will retreat. Strike every few seconds to make him keep his distance.
- The comrade spell is the only magic that works on all enemies.
- Attack Gobo with the comrade spell. Hide on the top left ledge.
- To get items under wooden floors stand off to the end of the floor and strike the eggs. They will break and the item will appear on top of the floor.

TENGU'S LAST TRICK

Long ago in the ancient Japanese Capital of Edo, a few yards from the bridge on the Old Kisokaido Road a small fire burned beneath a tree near the waters edge. Weary travelers were always invited to share the fire's warmth on dark winter nights. No one that accepted the hospitality of the fire ever returned to the road.

The Goulish hosts of this trap were a terribleTengu and a crafty Kappa. Tengu would trick visitors into drinking a sleep potion. Once asleep they would roll the traveler and drag them into the water.

One December night, a traveler happened upon the trap carrying nothing but a drinking gourd and a silk purse. "Good evening, I am Hokusai, may I steal a bit of warmth from your fire?"

"I would be delighted with your company, as you see, my friend here has fallen asleep and isn't much fun," said Tengu. the scaly Kappa sat motionless beneath a wide hat and rice straw coat that hid his beak and shell back.

"Please sit! You must be tired!" invited Tengu from behind an expensive silk fan that hid his long, crooked nose. "The road is long and dry, please have a drink." He held out a ladle dripping with the wicked elixir.

Hokusai patted his drinking gourd and smiled. "You are too kind, my friend but I am afraid this is all I need."

"But you have traveled two days from the last well. Please try some fresh water," entreated Tengu.

"No my friend, this gourd is neither stale nor empty. On the

contrary, it is never stale nor empty, for this is a magic gourd!" beamed Hokusai.

"A magic gourd! Indeed!" chuckled Tengu.

"But it is true! I stole this from the witch, Hannya!" said Hokusai. "I can prove it's magic! Just watch this!" With that,

Hokusai twisted the cork from the gourd and cautiously sipped a tiny amount. Instantly Hokusai grew several inches! His kimono barely covered his knees and his hat set upon his head like a lid on a teapot.

Tengu dropped the ladel to the ground in suprise. "It's true! The gourd is magic! I must have it! I'll pay anything!" shouted Tengu.

"But this is magic," reasoned Hokusai. "How can you put a price on something like this? You are very generous my friend but...well, you understand."

"I will trade magic for magic! Behold!" declared Tengu with a mischievous gleam in his eyes. With the slightest flick of his beautiful silk fan, a small tornado churned out of the river. Within seconds a powerful waterspout whirled and danced on the river. Then, as quickly as it began, the twister stopped.

"Amazing," remarked Hokusai not aware that it was the Tengu's own magic and not the fan that conjured the tornado. After contemplating the deal a few seconds, the traveler agreed.

Tengu snapped the fan closed, revealing his crooked nose and his crooked grin, full of crooked teeth. Then, as Hokusi handed

him the gourd, Tengu cast over the painted fan and revealed his crooked intention.

Wrenching the cork from the vessel, Tengu up–ended the gourd, pouring its contents down his throat. Tengu dropped the gourd and grabbed his throat, his eyes wide and his cheeks bloated with fluid.

"Pahooooooo!" Tengu spit forth a spray of the liguid that erupted into a huge fireball as it reached the flames.

"OIL! It's full of oil!" screamed Tengu, still choking and shaking his head. The roar of the exploding campfire startled Kappa so much that he rolled back, spilling the water in the dished out crown of his head. Kappa knew that without this reserve he was totally powerless on land so he dashed for the safety of the river.

Tengu howled in rage. Drawing his sword he flew over the flames to attack the little fool. Instead of toppling the traveler, Tengu slammed into something as big as a tree and twice as hard.

Tengu found himself at the feet of a hairy giant admiring his beautiful silk fan.

"Tanuki! You tricked me! Give me back my fan this instant!" squealed Tengu, his eyes aflame.

"It's not your fan anymore, Tengu. A deal's a deal," smirked Tanuki.

"It is my fan, you thief! Give it back!"

TENGU'S LAST TRICK CONTINUED

"Ah Tengu, you carry on so! I had no idea a fan meant so much to you!"

"Give it back," smoke was was starting to roll from Tengu's ears.

Tanuki pretended to look concerned. "Well, now Tengu don't get upset. We can trade back. Just give me back my gourd." Tengu picked up the gourd and tossed it back at Tenuki's feet. The giant bent down and picked up the jug then smiled craftily at Tengu.

"Now give me my fan! A deal's a deal...You said so yourself!" snorted Tengu.

"And so I did..." said Tenuki. Plucking a leaf from the top of the sycamore tree he bent down and placed it on Tengu's hand, "and here is your fan."

Tengu was so furious he could not speak. All he could do was just mumble and kick at the ground as Tenuki returned to the road, starting out again in his human form. Tengu was so humiliated he decided to move his treasures into a nearby cave and spend the rest of eternity underground.

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SETA U.S.A., Inc. (SETA) warrants to the original consumer that this SETA Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SETA will repair or replace the PAK, at its option, free of charge.

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2. Notify the SETA Consumer Service Department of the problem requiring warranty service by calling (702)795-7996. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

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SETA U.S.A., Inc.
SETA Service Department
105 East Reno Avenue, Suite 22
Las Vegas, Nevada 89119

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NOTES

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